

# 2015 Adult Coed Kickball Official Rules

Maple Valley Parks & Recreation ♦ [www.maplevalleywa.gov](http://www.maplevalleywa.gov)

## Rule 1 – The Field of Play

### SECTION 1 – SIZE OF THE FIELD

**ART. 1** ... The distances between the bases shall be 65 feet.

**ART. 2** ... The pitching strip shall be 50 feet from the front edge of home plate and aligned with the first-third base diagonal.

**ART. 3** ... The kicking box shall be rectangular in shape with the front of the box one foot from the front of home plate and the back of the box extending 10 feet behind home plate.



## Rule 2 – The Ball

### SECTION 1 – SPECIFICATIONS

**ART. 1** ... The official game ball shall be provided by the City of Maple Valley must be used in any sanctioned game. The **HOME** team shall be responsible for providing a back-up game ball.

## Rule 3 – The Players

### SECTION 1 – NUMBER OF PLAYERS

**ART. 1** ... All players must be 18 years of age prior to participating or must receive special permission from the Recreation Manager.

**ART. 2** ... The game shall be played by 2 teams, each consisting of not more than 10 players on the field at any time and at no time may the number of males exceed the number of females (defensively.) The minimum number of players is 8.

**ART. 3** ... All players shall have similarly colored uniforms with four to six inch numbers on the back and all players shall wear athletic shoes; metal or screw-in cleats are prohibited.

**ART. 4** ... In the case of a color conflict, the **VISITING** team will be required to change uniform colors. Should this occur only a couple times during the season, the team may participate with similarly colored t-shirts that do not have player numbers.

**ART. 5** ... A game shall not be started with fewer than eight properly uniformed players on each team. If after the game has begun a team has fewer than eight eligible players, the game shall be terminated and a forfeit shall be declared.

a. Teams shall have five minutes from the printed game time to field a legal team.

**ART. 6** ... Team rosters shall be limited to 20 players.

a. Participants shall bring proper identification in case of a roster status challenge. Any participant that fails to produce proper identification shall not be allowed to participate.

**ART. 7 ... Substitute/"Cross-Over" Players:** Males may play on only one team in the league. Females may play on one team in each division, if multiple divisions are offered. Teams may have only two "cross-over" females on the roster and all "cross-over" players must be indicated on the line-up card.

a. Males and females may be picked-up from teams within the same division only if the pick-up player equals the minimum needed to avoid a forfeit (e.g. 4 males, 4 females.)

b. Players who have been picked-up from a team in the same division may not be used during the postseason playoffs.

## **SECTION 2 – POST SEASON ELIGIBILITY**

**ART. 1 ...** Players may be added and dropped from a team's official roster at any point during the regular season. Each player must participate in 1/3 of the regular season games to be eligible for post-season play.

## **Rule 6 – Duration of the Game**

### **SECTION 1 – INNINGS**

**ART. 1 ...** A regulation game shall consist of 7 full innings or 55 minutes, whichever occurs first. If a game is called after 4 full innings of play, the game shall be considered official and the score shall stand.

### **SECTION 2 – 10 RUN RULE**

**ART. 1 ...** If after 5 complete innings one team leads by 10 runs-or if the home team leads by 10 runs after 4½ innings-the game shall be considered complete.

### **SECTION 3 – EXTRA INNINGS**

**ART. 1 ...** Starting with the top of the eighth inning and each half inning thereafter, the offensive team shall begin its turn at bat with the last out of the previous inning-regardless of gender-being placed at second base. Play shall continue until a winner is determined.

## **Rule 7 – Pitching, Fielding and Catching**

### **SECTION 1 – PITCHING**

**ART. 1 ...** All pitches must be rolled underhand by hand, without excessive speed, and may not bounce excessively in the umpire's judgment.

**ART. 2 ... THERE SHALL BE NO "BALLS AND STRIKES"** and each kicker shall receive three legal pitches and must put one of the pitches into play. If a kicker does not legally kick the ball, the batter shall be declared out.

a. Each player may commit a **FOUL BALL** provided he/she has another pitch remaining. If the player does not have a pitch remaining, the kicker is out.

**ART. 3 ...** The pitcher must start the act of pitching while on the pitching strip and must stand on or behind the pitching strip until the ball is kicked.

- a. No wind-ups shall be allowed.
- b. No walking deliveries shall be allowed.
- c. No curved pitches shall be allowed.
- d. No fireballs-excessively fast-pitches shall be allowed.
- e. No bouncies.
- f. No spinners.

**ART. 4 ... Illegal Pitches.** Any pitch that is rolled too fast, bounces excessively, or curves/spins shall be called an "illegal pitch" and the kicker may kick the ball. If an illegal pitch is kicked, the play is live and the kicker and all base runners may be put out.

### **SECTION 2 – FIELDING**

**ART. 1 ...** No player may play defense only; players must kick.

**ART. 2 ...** Defensive fielders may position themselves anywhere along or behind the 1<sup>st</sup>-3<sup>rd</sup> base diagonal and may not encroach upon the kicker until the ball has been kicked.

**ART. 3 ...** No team may field more than six infielders.

**ART. 4 ...** Defensive players may kick the ball at a base runner or to another fielder while attempting to record an out.

### **SECTION 3 – THE CATCHER**

**ART. 1** ... Each team must field a catcher at all times, no exceptions.

**ART. 2** ... The catcher must touch the backstop until the ball is kicked. If a violation occurs, the kicker shall have the option of taking the result of the play or kicking again.

a. If an alternate field is used, the umpire will indicate where the catcher must stand before the ball is kicked into play.

### **SECTION 4 – CATCHING THE BALL**

**ART. 1** ... Base runners must remain on the base until the ball is kicked or touched by a defensive player.

### **SECTION 5 – INFIELD FLY RULE**

**ART. 1** ... The Infield Fly Rule applies when there are fewer than two outs and runners on first and second base or bases loaded and the kicker shall be called out regardless of whether or not the ball is caught.

**ART. 2** ... Any ball that could be caught by an infielder with ordinary effort, regardless of where the ball is caught shall be declared an "infield fly."

**ART. 3** ... If an infield fly is caught, base runners must tag up to be eligible to advance. If an infield fly falls to the ground, the kicker is out, but runners do not need to tag up.

## **Rule 8 – Kicking**

### **SECTION 1 – ALTERNATING KICKING ORDER**

**ART. 1** ... Each team shall alternate gender within the kicking order; females may kick back-to-back but males cannot. Teams may use a staggered line-up to incorporate extra kickers of either gender.

**ART. 2** ... Any kick that occurs outside of the kicking box shall be declared a dead ball and the kicker is out. Each kick must occur within the kicking box.

### **SECTION 3 – BUNTING**

**ART. 1** ... Only female players are allowed to bunt unless their team is leading by 10 or more runs. If a male player bunts, in the umpire's judgment, the kick shall be declared dead and the kicker is out.

## **Rule 9 – Fair & Foul Kicks**

### **SECTION 1 – FOUL**

**ART. 1** ... A foul kick is declared in the following instances:

- a. a kicked ball lands in foul territory;
- b. a kicked ball lands in fair territory but travels into foul territory before reaching first or third base;
- c. a ball is kicked outside the kicking box;
- d. a kicked ball's direction is altered by contact with any object other than the ground in foul territory;
- e. a kick is made on or above the knee;
- f. a kicked ball is touched more than once or is stopped while within the kicking box.

### **SECTION 2 – FAIR**

**ART. 1** ... A fair kick is declared in the following instances:

- a. a kicked ball lands and remains in fair territory;
- b. a kicked ball lands in fair territory, travels to or past first or third base, and then travels into foul territory;
- c. a kicked ball lands in foul territory but travels into fair territory before passing first or third base;

- d. a kicked ball that travels along either chalk line.

## **Rule 10 – Base Running**

### **SECTION 1 – GENERAL**

**ART. 1** ... Base runners may advance once the ball is kicked. Base runners leaving early shall be called out by the umpire, dead-ball situation.

**ART. 2** ... Base runners may not lead off or steal bases.

**ART. 3** ... Base runners may not pass other base runners. If a base runner passes another, the base runner passing the other shall be declared out.

**ART. 4** ... Base runners may avoid being struck with the ball by sliding and diving but players are not required to slide or dive at any time. (See Rule 10.2.2.a)

### **SECTION 2 – STRUCK WITH THE BALL**

**ART. 1** ... Base runners that have not reached base and are struck with the ball, even if it bounces before striking the runner, shall be declared out.

**ART. 2** ... Any base runner that is struck in the head with a thrown or kicked ball shall advance to home plate clearing all base runners in front of them.

a. Any base runner that creates a dangerous situation and is struck in the head shall be declared out.

b. Any defensive player guilty of repeatedly striking players at or above the neck may be ejected from the game.

### **SECTION 4 – OVERTHROWN BALLS**

**ART. 1** ... Base runners shall advance one base beyond the base the runner is on or running toward (at least half the distance) when the ball travels out of play.

### **SECTION 5 – UMPIRE CALLING “TIME”**

**ART. 1** ... The umpire shall declare “time” and play shall stop when the ball becomes dead or the base runners have retreated to their previous base and action has subsided.

## **Rule 11 – Outs**

### **SECTION 1 – THREE OUTS**

**ART. 1** ... An out is recorded in the following instances:

- a. any kicked ball (fair or foul) is caught by a fielder;
- b. a base, which a runner is forced to advance to, is tagged before the base runner arrives;
- c. a base runner is struck with the ball, below the neck, at any time while not on a base-a thrown ball that touches a base runner’s clothing is considered an extension of the player’s body and will result in an out;
- d. a base runner fails to tag up when the ball is caught;
- e. a base runner is off the base when the ball is kicked;
- f. a base runner is physically assisted by a base coach during play;
- g. a kicker kicks in the wrong order;
- h. a base runner passes another base runner.

### **SECTION 2 – ILLEGALLY CAUGHT BALLS**

**ART. 1** ... An illegally caught ball occurs when a fielder catches a kicked or thrown ball with anything other than the hands or body (i.e. extended shirt, pants, hat, etc.)

a. Defensive fielders may not attempt to alter the path of the ball by throwing equipment at the ball (i.e. shoes, hats, etc.) Base runners shall be entitled to two bases from the time of the interference.

**ART. 2 ... GENDER ENCROACHMENT** No male fielder may cross in front or behind of or call off another female fielder in order to catch a fly ball, in the umpire's judgment. *The encroachment rule does not apply to kicked balls within the infield, ground balls, or balls kicked or thrown by the defensive team.* Play shall be declared dead, the kicker and all base runners shall advance one base.

## **Rule 12 – Substitutions & Injuries**

### **SECTION 1 – COURTESY RUNNERS & SUBSTITUTIONS**

**ART. 1 ...** A courtesy runner of the same gender may be used once per inning for a total of 2 courtesy runners per inning (1 male and 1 female.) The courtesy runner can be any player on the team roster. If the courtesy runner comes to bat/kick while on base, the runner shall be declared "out" and the player shall bat/kick.

a. Unlimited courtesy runners may be agreed upon by both managers before or anytime during the game.

**ART. 2 ...** Players removed due to injury or illness shall be removed from the kicking line-up without penalty to his/her team; the line-up shall be constricted.

# KICKBALL POINTS OF EMPHASIS

## Lineup

Team managers must submit a lineup to the umpire at least 5 minutes before the game begins. Teams failing to submit a lineup will not receive credit for games played. Lineups are used by the Parks & Recreation Department to track player participation for postseason eligibility.

## Forfeits

Games that are forfeited prior to the start shall be recorded as 7-0. If the team currently leading causes the game to be forfeited, the score shall be recorded as 7-0. If the team currently trailing causes the game to be forfeited, the game score shall stand. Any team forfeiting multiple games during a season may be placed on probation and may lose post-season eligibility. Please see the Forfeit Policy below.

## Protests

Protests will be received and considered on the following items only:

- a. Failure to comply with rules
- b. Umpire misinterpretation of a playing rule
- c. Umpire failure to apply the correct rule to a given situation
- d. Umpire failure to impose the correct penalty for a given situation

When a team wishes to file a protest, the umpire at the field must be notified at the point the protest is being made. The team filing the protest **must submit a written account of the incident to the Recreation Manager before 5:00pm of the next working day**. A \$25 non-refundable fee must accompany all protest reports.

Note: The umpire's demeanor during the game is not justifiable grounds for a formal protest; however, it is justifiable grounds for a written complaint to Maple Valley Parks & Recreation.

## Player Eligibility Protest

When a player eligibility protest is lodged with the umpire, the player in question must present a valid drivers license or other positive photo ID to the umpire upon request. If the player cannot provide an ID, he/she may not continue playing in the game. The umpire shall record the name of the player on the protesting team's scorebook, sign it, and continue with the game.

## League Tie Breakers

If teams are tied in the league standings, the following tie breakers will be used: (a) win/loss result in head-to-head competition between all tied teams, (b) runs allowed average between all tied teams, (c) run differential between all tied teams, and (d) a coin toss.

## Ejections and Suspensions

Players who are ejected from a game shall not participate in the remainder of that game, must leave the park immediately (out of sight, out of sound) and shall be suspended for a minimum of one additional game. Teams behaving inappropriately may be suspended from league play including any post-season games.

**Alcohol and tobacco products are strictly prohibited while participating in any Maple Valley Parks & Recreation league.** Players appearing intoxicated or caught with alcohol/tobacco shall be immediately ejected from the game.

## Threatening Another Player – All Sports

Any player verbally threatening another player (e.g. "I'll meet you in the parking lot") will be ejected from the game and suspended a minimum of one additional game. Threatening another player will also result in the police being called. Threatening another player has no place in the City of Maple Valley.



## FORFEIT POLICY

Notification of a **No-Show Forfeit** must be phoned into the Parks & Recreation Department (425/432-9953) by 4:00pm weekdays or 4:00pm Fridays for games scheduled on weekends or holidays. It is the goal of the Parks & Recreation Department to have all scheduled games played. Teams are encouraged to explore every option necessary to avoid a forfeit.

**No-Show Forfeits** will be assessed a \$25 forfeit fee if the team fails to field the minimum number of players by the end of the "Grace Period."

**General Forfeits** will not result in a forfeit fee and could be declared for one or more of the following infractions:

- Using illegal players (i.e. players not on the roster, players using an assumed name or ineligible players)
- Misconduct by players, coaches, spectators, or team representatives before, during or after the game
- Using illegal equipment
- Failure to have the required number of players for the entire game (i.e. misconduct)

If notification is not received before the deadline, the team captain will be assessed a **\$25 forfeit fee** which must be paid before the team is eligible to play in the next scheduled game.

For all forfeits, the opposing team will receive a forfeit win. Any team with a NO-SHOW forfeit will automatically drop to the bottom of any tie breaking situations in league standings. Teams with multiple forfeits (2+) of either variety may be dropped from the league without a refund.

**FORFEITING TEAMS MUST RECEIVE E-MAIL CONFIRMATION FROM THE PARKS & RECREATION DEPTARMENT TO AVOID THE \$25 FORFEIT FEE!**

# KICKBALL FIELD SETUP

all black lines need to be chalked prior to the game

